

56 PIN CONNECTOR

CONFORMING TO JAMMA STANDARD (3.96 mm pitch)

SOLDER SIDE		PARTS SIDE	
GROUND	A	1	GROUND
GROUND	B	2	GROUND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
MISINSERTION PREVENTING KEY	H	7	MISINSERTION PREVENTING KEY
COIN COUNTER B	J	8	COIN COUNTER A
GROUND	K	9	GROUND
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GROUND
	S	15	
COIN SW B	T	16	COIN SW A
2P START	U	17	1P START
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P SW A (SHOT)	Z	22	1P SW A (SHOT)
2P SW B (MODE SELECT)	a	23	1P SW B (MODE SELECT)
	b	24	
	c	25	
	d	26	
GROUND	e	27	GROUND
GROUND	f	28	GROUND

		SW 2									
		1	2	3	4	5	6	7	8		
FLIP	NO	OFF									
PICTURE	YES	ON									
CABINET	TABLE		OFF								
TYPE	UPRIGHT		ON								
COIN	SHARED			OFF							
CHUTES	SEPARATE			ON							
COIN MODES	MODE 1	1 COIN 1 PLAY			OFF	OFF	OFF	OFF	OFF		
		2 COINS 1 PLAY			OFF	ON	OFF	OFF	OFF		
		3 COINS 1 PLAY				OFF	OFF	ON	OFF	OFF	
		4 COINS 1 PLAY				OFF	ON	ON	OFF	OFF	
		5 COINS 1 PLAY				OFF	OFF	OFF	ON	OFF	
		6 COINS 1 PLAY				OFF	ON	OFF	ON	OFF	
		1 COIN 2 PLAYS				OFF	OFF	ON	ON	OFF	
		1 COIN 3 PLAYS				OFF	ON	ON	ON	OFF	
		1 COIN 4 PLAYS				OFF	OFF	OFF	OFF	ON	
		1 COIN 5 PLAYS				OFF	ON	OFF	OFF	ON	
		1 COIN 6 PLAYS				OFF	OFF	ON	OFF	ON	
		2 COINS 3 PLAYS				OFF	ON	ON	OFF	ON	
		3 COINS 2 PLAYS				OFF	OFF	OFF	ON	ON	
		4 COINS 3 PLAYS				OFF	ON	OFF	ON	ON	
		CONTINUE COIN				OFF	OFF	ON	ON	ON	
		FREE PLAY				OFF	ON	ON	ON	ON	
	MODE 2	A	1 COIN 1 PLAY			ON	OFF	OFF			
			2 COINS 1 PLAY			ON	ON	OFF			
			3 COINS 1 PLAY			ON	OFF	ON			
			5 COINS 1 PLAY			ON	ON	ON			
		B	1 COIN 2 PLAYS				ON			OFF	OFF
			1 COINS 3 PLAYS				ON			ON	OFF
			1 COINS 5 PLAYS				ON			OFF	ON
			1 COINS 6 PLAYS				ON			ON	ON

\* COIN CHUTE A

\*\* COIN CHUTE B

9 PIN CONNECTORS

CN 5

1	GND
2	3P RIGHT
3	3P LEFT
4	3P DOWN
5	3P UP
6	3P START/COIN
7	
8	3P SW B (MODE SELECT)
9	3P SW A (SHOT)

CN 4

1	GND
2	4P RIGHT
3	4P LEFT
4	4P DOWN
5	4P UP
6	4P START/COIN
7	
8	4P SW B (MODE SELECT)
9	4P SW A (SHOT)

- \* When DIP SW2-3 is ON, connect CN4-6 and CN5-6 with COIN SW.
- \* When DIP SW2-3 is OFF, connect CN4-6 and CN5-6 with START SW.
- \* Use 2-way joysticks, each with two push button switches.
- \* Use a horizontally positioned monitor.

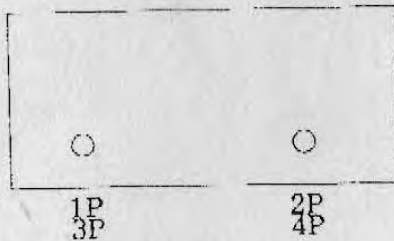
MAJOR TITLE 2  
DIP SWITCHES

(SW 1)

		SW 1							
		1	2	3	4	5	6	7	8
GIVEN HOLES (STROKE GAME)	2	OFF							
	1	ON							
GIVEN HOLES (MATCH/SKINS)	2		OFF						
	1		ON						
DIFFICULTY	NORMAL •			OFF					
	HARD			ON					
JOYSTICKS ON	ONE SIDE •				OFF				
	BOTH SIDE				ON				
NUMBER OF JOYSTICKS	2 •					OFF			
	4					ON			
SOUND IN ATTRACTIVE MODE	NO							OFF	
	YES •							ON	
DIAGNOSTIC TEST	NO								OFF
	YES								ON

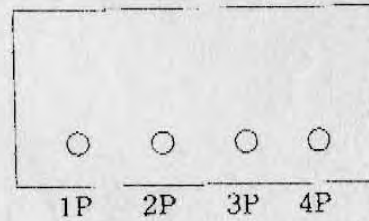
\* 2 JOYSTICKS

- SW1-4 [OFF]
- SW1-5 [OFF]
- SW2-2 [ON]
- SW2-3 [OFF]



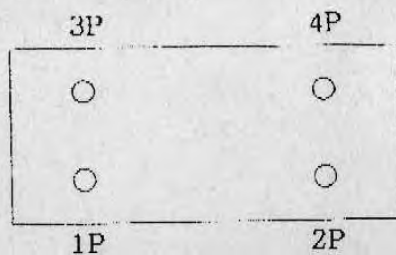
\* 4 JOYSTICKS

- SW1-4 [OFF]
- SW1-5 [ON]
- SW2-2 [ON]
- SW2-3 [OFF]



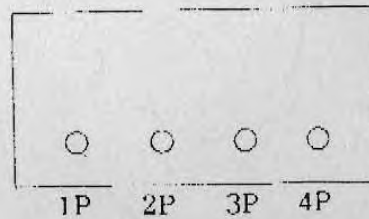
\* 4 JOYSTICKS

- SW1-4 [ON]
- SW1-5 [ON]
- SW2-2 [OFF]
- SW2-3 [OFF]



\* 1 JOYSTICKS

- SW1-4 [OFF]
- SW1-5 [ON]
- SW2-2 [ON]
- SW2-3 [ON]



... START SWITCH BUTTON

○ ... JOYSTICK

MAJOR TITLE 2

9 PIN CONNECTORS

CN 5

1	GND
2	3P RIGHT
3	3P LEFT
4	3P DOWN
5	3P UP
6	3P START/COIN
7	
8	3P SW B (MODE SELECT)
9	3P SW A (SHOT)

CN 4

1	GND
2	4P RIGHT
3	4P LEFT
4	4P DOWN
5	4P UP
6	4P START/COIN
7	
8	4P SW B (MODE SELECT)
9	4P SW A (SHOT)

- \* When DIP SW2-3 is ON, connect CN4-6 and CN5-6 with COIN SW.
- \* When DIP SW2-3 is OFF, connect CN4-6 and CN5-6 with START SW.
- \* Use 2-way joysticks, each with two push button switches.
- \* Use a horizontally positioned monitor.

①

# MAJOR TITLE II

## 2. DIP SWITCHES

DIP SW1

		SW 1							
		1	2	3	4	5	6	7	8
Given holes (Stroke play)	2	OFF							
	1	ON							
Given holes (Match play, Skins game)	2		OFF						
	1		ON						
Difficulty	NORMAL			OFF					
	HARD			ON					
Control panel (See below)	2 Joysticks					OFF			
	4 Joysticks					ON			
Any button starts game	NO						OFF		
	YES						ON		
Sound in attracting mode	NO							OFF	
	YES							ON	
Diagnostic test	NO								OFF
	YES								ON

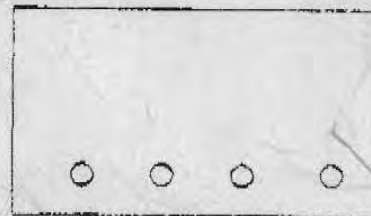
\* CABINET(DIP 2-2) & CONTROL PANEL(DIP 1-5)

☆ One side(Upright type): 2 joysticks  
DIP 2-2·OFF, 1-5·OFF

☆ One side(Upright type): 4 joysticks  
DIP 2-2·OFF, 1-5·ON



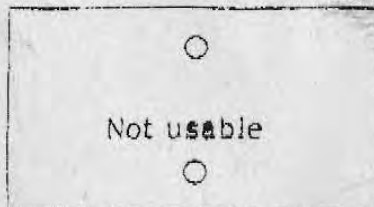
1P    2P



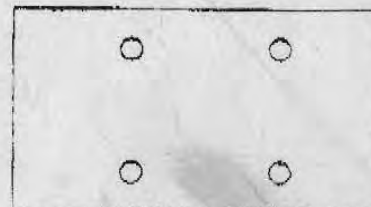
1P    2P    3P    4P

☆ Both sides(Table type): 2 joysticks  
DIP 2-2·ON, 1-5·OFF  
2P·4P

☆ Both sides(Table type): 4 joysticks  
DIP 2-2·ON, 1-5·ON  
3P    4P



1P·3P



1P    2P

\* The game is not programmed to be played with 1 joystick only on the control panel.

VVA#EJDK 11/12 11

2

DIP SW2

		SW 2								
		1	2	3	4	5	6	7	8	
FLIP PICTURE	NO	OFF								
	YES	ON								
CABINET TYPE	UPRIGHT		OFF							
	TABLE		ON							
COIN CHUTES	SHARED			OFF						
	SEPARATE			ON						
COIN MODE	MODE 1	1 COIN 1 PLAY			OFF	OFF	OFF	OFF	OFF	
		2 COINS 1 PLAY			OFF	ON	OFF	OFF	OFF	
		3 COINS 1 PLAY			OFF	OFF	ON	OFF	OFF	
		4 COINS 1 PLAY			OFF	ON	ON	OFF	OFF	
		5 COINS 1 PLAY			OFF	OFF	OFF	ON	OFF	
		6 COINS 1 PLAY			OFF	ON	OFF	ON	OFF	
		1 COIN 2 PLAYS			OFF	ON	ON	ON	OFF	
		1 COIN 3 PLAYS			OFF	OFF	OFF	OFF	ON	
		1 COIN 4 PLAYS			OFF	ON	OFF	OFF	ON	
		1 COIN 5 PLAYS			OFF	OFF	ON	OFF	ON	
		1 COIN 6 PLAYS			OFF	ON	ON	OFF	ON	
		2 COINS 3 PLAYS			OFF	OFF	OFF	ON	ON	
		3 COINS 2 PLAYS			OFF	ON	OFF	ON	ON	
		4 COINS 3 PLAYS			OFF	OFF	ON	ON	ON	
	1 COIN CONTINUE			OFF	ON	ON	ON	ON		
	FREE PLAY			OFF	ON	ON	ON	ON		
	MODE 2	* A	1 COIN 1 PLAY			ON	OFF	OFF		
			2 COINS 1 PLAY			ON	ON	OFF		
			3 COINS 1 PLAY			ON	OFF	ON		
		5 COINS 1 PLAY			ON	ON	ON			
** B		1 COIN 2 PLAYS						OFF	OFF	
		1 COINS 3 PLAYS						ON	OFF	
	1 COINS 5 PLAYS						OFF	ON		
1 COINS 6 PLAYS						ON	ON			

\* COIN CHUTE A

\*\* COIN CHUTE B

- Please turn off the power switch before changing the DIP Sw setting, or the change may not take effect.
- Continue Coin is the mode which starts the game with 2 coins, but continues it with 1 coin alone. When this mode is set, no other coin modes can be set.